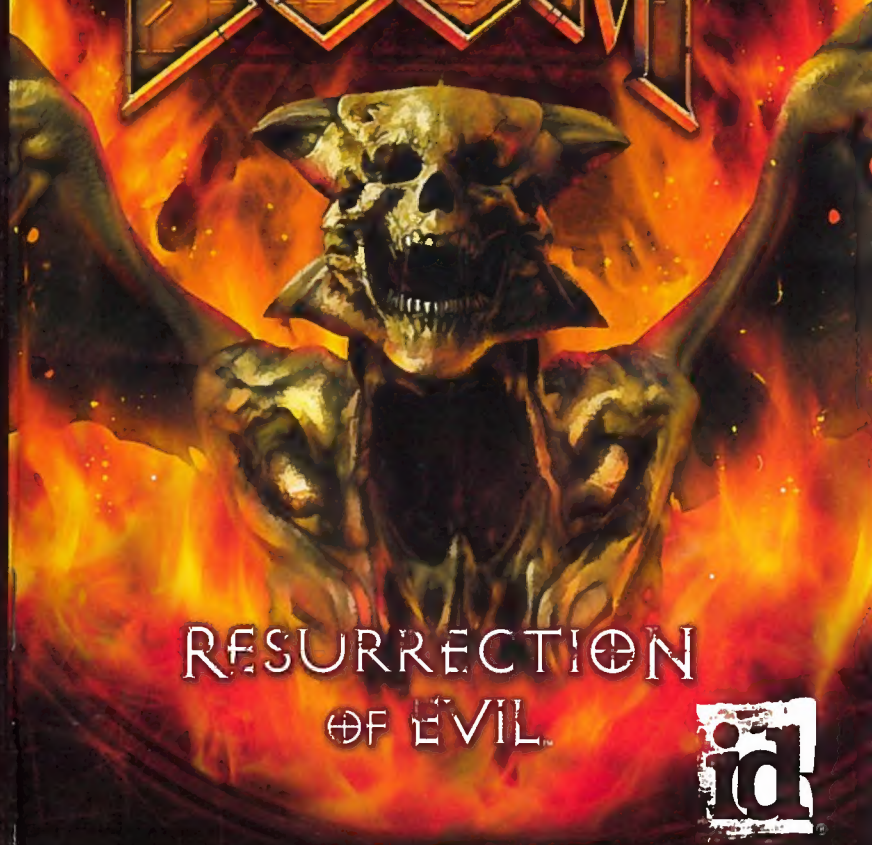




LIVE

ONLINE ENABLED

DOOM 3



RESURRECTION
OF EVIL



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

CONTENTS

| | |
|--|-----|
| Introduction | .2 |
| Getting Started | .2 |
| Game Controls | .5 |
| Game Display | .6 |
| Understanding Your PDA | .8 |
| Weapons | .11 |
| In-Game Menu | .12 |
| Multiplayer | .13 |
| Xbox Live® and System Link | .14 |
| Classic DOOM® | .18 |
| Credits | .22 |
| Customer Support | .26 |
| Official DOOM 3® Merchandise | .27 |
| Software License Agreement | .29 |

INTRODUCTION

It's been almost two years since a mysterious incident shut down the UAC base on Mars. Several months ago, one of the UAC satellites still monitoring the red planet detected a beacon originating from Site 1. This early research facility was long forgotten, even before the invasion. Now you're a Marine combat engineer, part of a massive research and security team led by Dr. Elizabeth McNeil. Your team is being sent back to Mars in an attempt to find and investigate the source of this strange signal. What you find, nobody knows, but hopefully it'll offer new insight into the ancient civilization that once inhabited the planet.

As your transport nears the surface, you can't help but wonder what type of "accident" could have killed so many two years ago—and could it happen again?

GETTING STARTED

After starting **DOOM 3: Resurrection of Evil**, press the **○** button to access the main menu. Here you can choose between Single or Multiplayer modes, or change your game settings.

Campaign — Choose this to begin or continue a Single Player game. If starting a New Game, choose your difficulty level from one of the options available. Nightmare mode must be unlocked by completing the game in another difficulty level.

- **New Game** — Select difficulty and start a new game.
- **Load Game** — To load a saved game, highlight the name of the saved game from the list and press the **A** button.

Multiplayer — Join or host a game on Xbox Live or System Link.

- **Xbox Live** — Connect via the Internet to play **DOOM 3: Resurrection of Evil**, on Xbox Live.
- **System Link** — Connect Xbox consoles locally using an Xbox System Link Cable or via your LAN. Up to four players can join.



Settings — Configure game and system settings. These settings are global and apply to both Single and Multiplayer.

- **Thumbsticks** — Choose one of four thumbstick configurations that affect looking and movement. You can also invert your look direction from this menu.
- **Buttons** — Choose one of three configurations for button controls.
- **D-Pad** — Customize your D-Pad for easy weapon access by choosing a direction on the D-Pad, pressing the **X**

button, then choosing the weapon you want to access and pressing the **A** button.

• **Game** – Configure your game options:

>> **Crouch** – Set to Hold if you want to hold the button, Set to Toggle if you want to have it turn on and off with the press of the button.

>> **H Sensitivity** – Choose how fast you want the crosshair to move from side to side.

>> **V Sensitivity** – Choose how fast you want the crosshair to move from top to bottom.

>> **Auto Switch** – If this is set to Yes, you'll immediately switch to the next new weapon you pick up.

>> **Auto Reload** – If this is set to Yes, the next pull of the trigger will reload the weapon if ammo is available.

>> **Sprint Look** – Depressing the sprint button in combination with a look direction speeds up your turning speed.

>> **Aim Assist** – If this is set to Yes, you'll get a little help targeting monsters. This setting does not affect your aim in competitive Multiplayer matches.

• **System** – Adjust video, vibration and headphone settings.

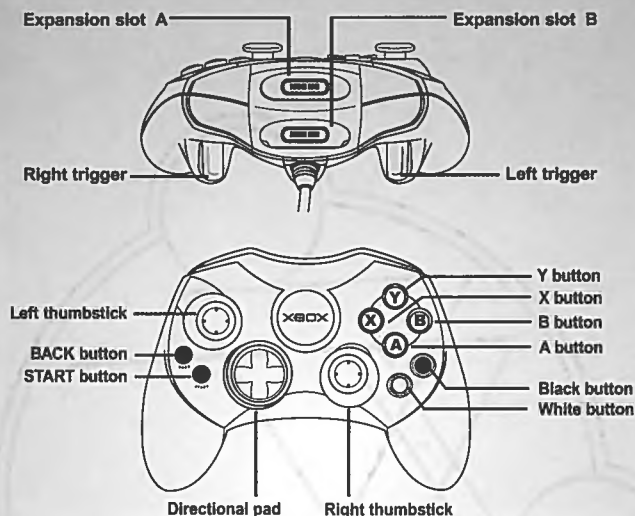
>> **Contrast** – You can change the screen contrast with this setting.

>> **Brightness** – You can change the screen brightness with this setting.

>> **Vibration** – If this is set to Yes, the controller will actively use vibration feedback.

>> **Headphones** – If this is set to Yes, the sound playback will be balanced for headphone use.

GAME CONTROLS



- | | |
|-------------------------------------|--|
| A – Jump | LB – Quick Weapon Select |
| B – Next Weapon | |
| Y – Previous Weapon | R trigger – Fire/Activate |
| X – Reload | L trigger – Sprint |
| PAUSE button – Pause Menu | Black button – PDA (the game pauses when the PDA is up) |
| QUICKSAVE button – Quicksave | White button – Flashlight/Pistol |
| R thumbstick – Look/Aim | Click R thumbstick – Zoom |
| L thumbstick – Move Player | Click L thumbstick – Crouch |

Note: Controller configuration options are available in the Settings menu.

GAME DISPLAY



- 1) **PDA/Video Disk Indicator** – When you pick up a new PDA or video disk, these icons appear. Press the **Black** button to view your PDA and examine the new information.
- 2) **Armor** – Displays how much armor you have on. The maximum is 125. When you're shot or damaged, some of the impact is absorbed by the armor you wear. When armor is over 100 in Multiplayer, it slowly reduces itself to 100.
- 3) **Health** – The amount of damage you can take. You are completely healthy when the number reads 100. As you're shot or injured, this number decreases. If the number reaches 0, you will die and the demons will feast on your lifeless body. Picking up health packs or using health stations increases your health.

- 4) **Stamina** – The orange bar indicates how much stamina you have left. As you sprint, your stamina decreases. If your stamina is completely depleted, you will not be able to sprint. When you stop sprinting, your stamina slowly replenishes. There is no stamina in Multiplayer.
- 5) **Area Name** – As you walk through the UAC facility on Mars, this indicates your location.
- 6) **Clip Ammunition** – The amount of ammunition in your current weapon. Reload (**X** button) to fill it from your reserve ammunition. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).
- 7) **Reserve Ammunition** – The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve. This indicator is either on the weapon, or in the lower-right corner of the screen (as depicted here).
- 8) **Weapons Carried** – The blue dots indicate which weapons you're carrying. When your clip and reserve ammo is fully depleted, the corresponding dot turns red. An empty space means you have not acquired that weapon yet.
- 9) **Crosshair/Cursor** – Your crosshair generally assists in aiming. However, as you approach other UAC personnel, your weapon lowers and your crosshair indicates that you can talk to the person. Their name appears next to the crosshair. When you approach a computer panel or other graphical interface, your weapon lowers and your crosshair becomes a pointer you can use to interact with the information on-screen.
- 10) **Artifact Charge** – Charges for the Artifact are shown here. For more info on the Artifact, please see the Weapons section on page 11.

UNDERSTANDING YOUR PDA

This crucial piece of hardware contains your security clearance (some locks require a scan of your PDA), your mission objectives and access to the data contained in other PDAs you find. When you find or are given another person's PDA, their information and security clearance is automatically downloaded to your PDA. You can read e-mails and play audio and video logs created by other UAC personnel to find critical or useful information about your surroundings and your mission. To access your PDA, press the **Black** button (the game will pause when the PDA is up).

Your PDA is often your most valuable piece of equipment. Refer to it often and keep an eye open for the PDAs of other UAC employees.

- Your PDA displays your current mission, available weapons and any inventory items you're carrying.
- Read e-mails and listen to audio logs to retrieve security codes and other valuable information about the facility.
- Video disks provide important information and tips about combat, weapons and the UAC environment.
- Your PDA includes an embedded security clearance and is often used as a key to unlock doors and secured areas.

To enter and exit the PDA, press the **Black** button (by default).

Navigate the tabs on the bottom of the screen by pressing **←** or **→** on the D-Pad.



- **User Data:** Your personal PDA information is always located at the top of the PDA Files list. When you pick up or are given a PDA from another UAC employee, their information and security clearance are downloaded directly to your PDA. Select **Personal** from the list by pressing **↑** or **↓** on the D-Pad, then press the **A** button to read e-mails or review audio and video logs. You will now be able to scroll through the available e-mails, video disks and/or audio logs by pressing **↑** or **↓** on the D-Pad. Access the item by highlighting it then pressing the **A** button. Back out to the previous screen by pressing the **B** button.

>> **PDA Files** — Select **Personal** from the list by pressing **↑** or **↓** on the D-Pad. Your data will appear displaying name, current location, rank and security clearance. To browse the information from another UAC employee's PDA, select their name from the **User Data** list.

>> **E-mail** — Select a name from the list by pressing ↑ or ↓ on the D-Pad and then pressing the **A** button. You will now be able to scroll through the available e-mails by using the D-Pad. Read an e-mail by pressing the **A** button. E-mails acquired from other UAC personnel can contain security codes, locker codes or other valuable information. If an e-mail is sent directly to you, it appears in the User Data window when Personal is highlighted.

>> **Video Disks** — Select **Personal** from the list by pressing ↑ or ↓ on the D-Pad then press the **A** button to access the video disk player. Press ↓ on the D-Pad to highlight a video disk, then press the **A** button to view it. If you find a video disk or a video is sent to you, it appears in the User Data when Personal is highlighted.

>> **Audio Logs** — Some of the PDAs you find may contain audio logs. These reports and journals are recorded into the PDA. Like e-mails, they often contain important information about your surroundings and the UAC. Audio logs can be accessed by selecting a name from the list by pressing ↑ or ↓ on the D-Pad and pressing the **A** button. Press ↓ on the D-Pad to highlight an audio log then press the **A** button to hear it. Audio logs continue to play if you exit the PDA.

- **Objectives:** Your primary and secondary objectives are listed here.
- **Inventory:** The weapons you're carrying are listed here. Select a weapon to learn valuable information and tips about using it.

WEAPONS

You will be deployed with the standard weapon load-out all security personnel receive. The UAC has also developed tools for assisting combat engineers in their work and security. Site 1 was abandoned years ago, and there may be additional useful and powerful weapons left behind by the previous team.



Pistol — Standard Marine issue semi-automatic pistol with mounted tactical flashlight. It's highly accurate and provides solid stopping power without expending too much ammo.



Ionized Plasma Levitator — Also known as "The Grabber," this tool is the latest in UAC commercial technology. By issuing a controlled plasma stream, The Grabber can lift and project small to medium-sized objects. Be careful with flammable storage containers.



Double Barrel Shotgun — The ultimate hunter's weapon. It may take longer to reload than a pump-action shotgun, but if you need to take down large game, this is your weapon of choice.



The Artifact — This strange object brought your team to Mars — and now you must unlock its mysteries. UAC archaeologists think it's somehow tied to the three demons that pursue it. They also believe it enables the bearer to do extraordinary things.

IN-GAME MENU



Press the **▶** button to pause your current game and bring up the in-game menu to access the following options:

Save Game – Save your current game. To save a game without accessing the menu, press the **○** button. This quickly saves your progress and the game will appear as QuickSave in the load menu.

NOTE: You can only have one QuickSave at a time.

Load Game – To load a saved game, highlight the name of the saved game from the list and press the **A** button.

Settings – Configure game and system settings.

Exit Game – Quit the current game and return to the Main menu.

MULTIPLAYER

DOOM 3: Resurrection of Evil Multiplayer pits up to four battle-hardened Marines against each other in a test of combat skills and firepower. Compete in one of four game modes including Deathmatch, Team Deathmatch, Last Man Standing and Tournament.

Deathmatch

An every-Marine-for-himself slugfest. If you're the Marine with the most kills when time runs out or the frag limit is hit, you win.

Team Deathmatch

Pair up and compete to be the team with the most kills before time runs out or the frag limit is hit.

Last Man Standing

Each Marine has a limited number of lives. If all others have fallen and you're the last Marine standing, you win.

Tournament

Two Marines battle one-on-one while others watch and wait as spectators. When the battle's over, the first spectator in line becomes the new opponent while the loser moves to the end of the spectator line. The victor remains in the combat arena until defeated by another Marine.

XBOX LIVE® AND SYSTEM LINK



Take DOOM 3: Resurrection of Evil Beyond the Box

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Downloadable DOOM 3: Resurrection of Evil Content

If you are an Xbox Live subscriber, you can download the very latest content (such as new levels) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Xbox Live Manager

Once **DOOM 3: Resurrection of Evil** is started, an indicator of your Xbox Live status appears in the top left corner of the screen. If you're signed in to Xbox Live, an option appears at the bottom of your screen that allows you to access the Xbox Live Manager by pressing the **X** button. The Xbox Live Manager contains the following options:

- **Players** – This displays players who are either active or have recently departed from your game session. Here, you can send or cancel friend requests, send feedback to Xbox Live or set voice options for other players. It's unavailable if you're not currently in a game.
- **Friends** – This contains all your Xbox Live friends. You can check a friend's game status, send voice messages, set voice options or send game invitations.
- **Messages** – To quickly check for any voice messages or friend requests, choose this option.
- **Settings** – Here, you can choose your voice mask, whether or not you want to appear online and if you want to hear communicator chatter through your speakers.
- **Statistics** – Where do you fall among the **DOOM 3: Resurrection of Evil** Xbox Live player community? Players are ranked based on frags, frag rate and deaths. To cycle through the various gametype standings (or overall ranking), press the **L** trigger. To cycle through the range of time periods, press the **R** trigger. Move through the pages using **←** and **→** on the D-Pad.

From the main Xbox Live Manager menu, press the **X** button to sign out of Xbox Live.

Xbox Live

If you're part of the Xbox Live community, you can join or create your own matches over the Internet.

- **Quick Match** – This search brings up the first available Xbox Live session. You may only specify the gametype you wish to play. To search for another game, press the **X** button.
- **Optimatch** – This search allows you to browse all of the available **DOOM 3: Resurrection of Evil** games. To narrow your search, specify the gametype and/or map, or whether or not the host is tracking stats. Press the **X** button to refresh your list.
- **Create Match** – Create an Xbox Live session for others to join. When creating a match, you can change several options. Cycle your choices by pressing **←** or **→** on the D-Pad. Move through the options by pressing **↑** or **↓** on the D-Pad. To change pages, use the **R** trigger and **L** trigger. Match Options descriptions are on page 17.

System Link – For local Multiplayer action, connect two Xbox consoles together using an Xbox System Link Cable or link up multiple Xbox consoles via your LAN.

- **Create Match** – Create a local session for others on your LAN to join. When creating a match, you can change several options. Cycle your choices by pressing **←** or **→** on the D-Pad. Move through the options by pressing **↑** or **↓** on the D-Pad. See Match Options descriptions below.
- **Find Match** – This search brings up any available LAN sessions. To refresh the list, press the **X** button.

Match Options

- | | |
|-----------------------|--|
| Gametype | Select among Deathmatch, Team Deathmatch, Tourney or Last Man Standing. |
| Map | Select the map you want to play. |
| Friendly Fire | Available only in Team Deathmatch, this option enables or disables friendly fire between teammates. NOTE: Your health will not decrease from team damage, but your armor will. |
| Frag Limit | The player who reaches this score first wins. |
| Time Limit | The player with the highest score after the set time limit (in minutes) expires, wins. Once the time limit is reached, the map will reload with all players starting at zero frags. If the game is tied when the time limit is reached, the game will go into Sudden Death mode. |
| Max Players | Set the maximum number of players for your match. When creating an Xbox Live match, the game will detect your Internet connection speed and apply the recommended number of players. Setting the player number too high will decrease overall game performance. |
| Private Slots | Here you can choose the number of slots to reserve for players that are on your Friends List. This is set to 0 by default. |
| Stats Tracking | This enables Xbox Live tracked stats in your game. If this is on, the session will be subject to Xbox Live arbitration. |

Once you've set the options you want, press the **A** button to accept your settings and create a game.

CLASSIC DOOM

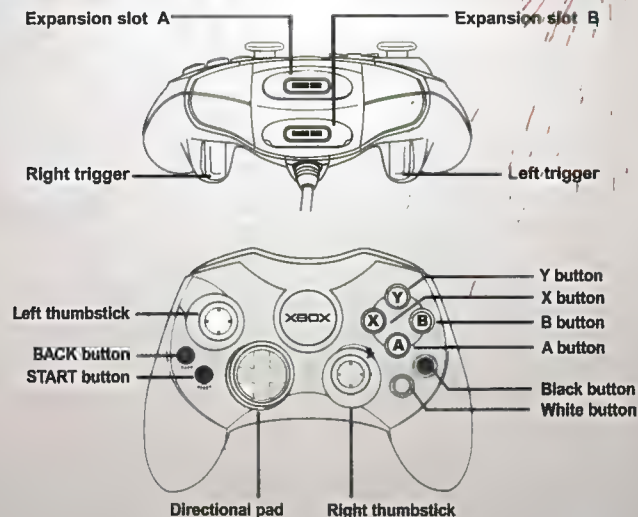
Ultimate DOOM®, DOOM II® & DOOM II® Master Levels

In 1993, John Carmack and the id Software team broke new ground by creating the most immersive and intense first-person action game ever made. **DOOM 3: Resurrection of Evil** includes both **Ultimate DOOM** and its sequel, **DOOM II** as well as the ultra-challenging **DOOM II Master Levels**.

Getting Started

On the **DOOM 3: Resurrection of Evil** Main menu, choose **Extras**. Cycle through options with **←** and **→** on the D-Pad. Move up and down with **↑** and **↓** on the D-Pad.

Game Controls



- A** — Display Last Message
- B** or D-Pad **→** — Next Weapon
- Y** or D-Pad **←** — Previous Weapon
- X** — Use/Activate
- ▶** or **◀** button — Pause Menu
- R** thumbstick — Look/Aim
- L** thumbstick — Move/Strafe
- ↑** — Show Automap
- R** trigger — Fire
- L** trigger — Sprint
- Black** button — Zoom Out
- White** button — Zoom In

Using Doors, Switches & Elevators

To open most doors and operate switches, stand directly in front of them and press the **X** button.

NOTE: Some doors have security locks and require you to have a color-coded security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch on those doors.

Picking Up Stuff

To pick up an object, just walk over it. You're smart, and know if you need to take it.

The Automap

To help you find your way around, you're equipped with an automap device. By pressing **↑** on the D-Pad, your normal view is replaced with a top-down map of everything you've seen so far. The white arrow represents you. You can zoom in and out by pressing the **White** or **Black** buttons, respectively.

NOTE: You're able to move, turn and fire while viewing the Automap—but remember, your enemies are still active as well.

Completing an Area

At the end of each area there is an exit chamber. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, the Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, your completion time and a par completion time are all displayed. To continue to the next area, press the **X** button.

Eternal Life After Death

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit; you can keep restarting the level as often as you're killed. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

NOTE: Jumping is very important while playing Classic DOOM. Though there is no jump button, you can leap from ledges by getting a running start. Remember to use the **L** trigger to sprint. The faster you're moving, the further you'll go.

In-Game Menu

You can bring up the menu at any time by pressing the **▶** or **◀** buttons. Use **●** or **○** to move the skull icon up and down. When the skull is adjacent to a desired selection, press the **A** button to activate that selection.

New Game — If you want to jump into the action, select this. You'll be asked to set the difficulty level. Each difficulty level differs in the toughness of the enemies you'll face.

Load/Save Game — Games can be saved or loaded at any time during gameplay. To save a game, select **Save Game**, then move the skull icon to any empty slot (or one you don't mind writing over) and press the **A** button. This option is only available if you're currently in a game. To load a game, simply select the appropriate game from the Load Game menu and press the **A** button to load it.

Quit Game — This returns you to the DOOM 3: Resurrection of Evil Main Menu screen.

Split-Screen Multiplayer

Cooperative Mode

Cooperative Mode allows players to join forces against the demons invading Mars and Earth. Up to four people can play.

Starting a Game — From the Classic DOOM menu, choose either **Ultimate DOOM**, **DOOM II** or **DOOM II Master Levels**, then for the Mode option, choose **Cooperative**. Then choose the number of players you want and what area you would like to play.

Deathmatch Mode

In Deathmatch, your mission is to kill everything that moves, including your buddies.

Starting a Game — From the Classic DOOM menu, choose either **Ultimate DOOM**, **DOOM II** or **DOOM II Master Levels**, then for the Mode option, choose **Deathmatch**. Then choose the number of players you want and what area you would like to play.

Winning — The rules for completing or winning a Deathmatch game have intentionally been left general. Any player can exit an area and force all the other players to move to the next area. Also, there's no limit to how many kills are required to win. We decided to leave it up to you. You know what you like best!

CRÉDITS

DOOM 3: Resurrection of Evil Developed by Nerve Software

Artist Ted Anderson
Designer Adam Bellefeuil
Animator Jay Brushwood
Artist Bryan Cavett
Animator Ronn Harbin
Artist Jake Hernandez
Designer Patrick Hook
Designer Brandon James
Artist Pat Jones
Designer David Kelvin
Artist Steve Maines
Programmer Brian Matt
Programmer Darin McNeil
Programmer Sean Mitchell
Designer Gregory Stone

Additional Development Support by id Software

Executive Producer Matt Hooper
Animator James Houska
Associate Producer Jason Kim
Designer Steve Rescoe
Animator John Root
Lead Artist Kenneth Scott
Animator Eric Webb

DOOM 3 Originally Developed by id Software

Artist Adrian Carmack
Technical Director John Carmack
Artist Kevin Cloud
CEO Todd Hollenshead
Lead Designer Tim Willits
Sound Design Christian Antkow
Programmer Timothee Besset
Designer Mal Blackwell
Artist Andy Chang

Programmer Jim Dosé
Media Artist Pat Duffy
Lead Programmer Robert A. Duffy
Designer Matt Hooper
Animator James Houska
Office Manager and id Mom Donna Jackson
Designer Jerry Keehan
Artist Seneca Menard
Animator Fredrik Nilsson
Designer Steve Rescoe
Lead Artist Kenneth Scott
Dir. Business Development Marty Stratton
Artist Patrick Thomas
Programmer Jan Paul van Waveren
Development Assistant/Animator Eric Webb
Programmer Jonathan Wright

Additional Credits

Original DOOM 3 Xbox Development and Additional
Multiplayer Maps by Vicarious Visions
Sound Design Ed Lima
Theme for DOOM 3 Produced by Chris Vrenna
Theme for DOOM 3 Composed by Clint Walsh
Additional Sound Effects Design Danetracks, Inc.
Additional In-Game Sounds Chris Vrenna
Additional Story and Dialog Matthew J. Costello
Voice Recording and Production Womb Music
Voice Casting/Direction Margaret Tang
VO Engineer/Editing/Monster FX Rik Schaffer
Packaging Design Hamagami/Carroll, Inc.
Manual Design & Layout Ignited Minds LLC
Additional Thanks Wendy Zaas, D. Wade Cloud, Jr.
Brian Harris

Philip Clarke Betruger
Jennifer Hale Dr. Elizabeth McNeil
Wally Wingert Dr. Cloud
Computer Voice, Additional VO Grey Delisle
Video Logs, Additional VO Grant Albrecht
Additional VO's Michael Bell, Steven Jay Blum
Michael Gough, David Kaye
Daran Norris, Andre Sogliuzzo
Scott Menville, Rino Romano
James Alcroft

Production

Producer Robert Berger
 Production Coordinator Taylor Livingston
 Production Coordinator Danny Taylor
 Production Coordinator Matthew Beal
 Senior Producer Jonathan Moses
 VP, North America Studios Mark Lamia

Localization Manager Tamsin Lucas

Global Brand Manager Tabitha Hayes
Associate Brand Manager Doug McCracken
Vice President of Marketing Dusty Welch
PR Manager Mike Mantarro

| | |
|----------------------|------------------|
| Project Lead | Chris Puente |
| Senior Project Leads | Thom Denick |
| | Glenn Vistante |
| QA Senior Manager | Marilena Rixford |

| | |
|-------------------------------------|-----------------|
| Floor Lead | Allan Manangan |
| Single Player Coordinator | Mike Longnecker |
| Multiplayer Coordinator | Victor Durling |
| QA Team | Adam Hartsfield |

Dustin Green, Steve Pastore
Siôn Rodriguez y Gibson, Aaron Camacho
Abel Michaels, Jerry LeVesque
Nesho Hillard, LaShawn Powell
Ben Grant, Brian Hughes
Allen Gimenez, Jose Zelaya
Paul Herrera, Desma Simon
Alden Paguia, Jason Garza
Luke Kane, Tom Johnson
Tristen Sakurada, Robert Lara
Marc Villanueva, Kyle Carey
Sasan Helmi, Brent Toda
Christopher Keithley, Dan Nichols
David Wilkinson, Jason Harris
Keith Kodama, Teak Holley
Frank So, Henry Villanueva
Chris Keim, Francis Jimenez
Royal Roshto, Seth Chham
Julius Hipolito, Kegan Clark
Joe Chi, Sarah Chung
Ronald Emile, Timothy Jones
Kevin Lu, Adam Cortright

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet support is handled in English only.

Note: The multiplayer components of Activision games are handled only through the Internet.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

Register your product online at www.activision.com
so we can enter you in our monthly
drawing for a fabulous Activision prize.

OFFICIAL DOOM 3 MERCHANDISE

If you're looking for official DOOM 3 or id Software merchandise, check out the id Software web store at:

www.idsoftware.com

Official DOOM 3 Merchandise



Other Great id Software Titles



Classic id Software Games



NOTES

SOFTWARE LICENSE AGREEMENT

USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW IN THIS SOFTWARE LICENSE AGREEMENT (THE "AGREEMENT"). "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE AGREEMENT WITH ID SOFTWARE, INC. ("ID SOFTWARE") AND ACTIVISION PUBLISHING, INC. ("ACTIVISION").

LIMITED USE LICENSE. Subject to the terms and provisions of this Agreement and so long as you fully comply at all times with this Agreement, Id Software grants you the non-exclusive, non-transferable, non-assignable, non-sublicensable, and limited right and license to use one (1) copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Id Software and Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights, and intellectual property rights in and to this Program, and all copies thereof, (including, but not limited to, any texts, computer code, images, audio objects, illustrations, character likenesses, slogans, catch phrases, logos, artwork, photographs, animation, sound effects, and other materials, in any form or medium, and all related documentation, incorporated in this Program) are owned by Microsoft. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions, and other laws. This Program contains certain licensed materials and Id Software's and Activision's licensors may protect their rights in the event of any violation of this Agreement. This Section shall survive the cancellation or termination of this Agreement.

YOU SHALL NOT, DIRECTLY OR INDIRECTLY

- Exploit the Program or any of its parts commercially, including, but not limited to, use as a cyber cafe, computer gaming center, or any other location-based site. If Software or Activation, in their sole discretion, may offer a separate Site License Agreement to permit you to make the Program available for commercial use (see the contact information below).
- Offer on a pay per play basis, sell, rent, lease, license, distribute, or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, decompile source code, modify, decompile, deassemble, or create derivative works of this Program, in whole or in part.
- Use or circumvent any security or access labels, such as trademark or copyright notices, contained on or within the Program.
- Reproduce, copy, publicly display, translate, or modify this Program;
- Remove, alter, modify, delete, or reduce any of the anti-piracy measures contained in the Program; or
- Export or re-export this Program or any copy or adaptation of this Program in violation of any applicable laws or regulations, including, without limitation, the United States Export Administration Regulations.

PROHIBITION AGAINST CHEAT PROGRAMS: Any attempt by you, either directly or indirectly, to circumvent or bypass any element of the Program to gain

PROHIBITION AGAINST CHEAT PROGRAMS: Any attempt by you, either directly or indirectly, to circumvent or bypass any element of the Program to gain any advantage in multiplayer play of the Program is a material breach of this Agreement. It is a material breach of this Agreement for you, whether directly or indirectly, to create, develop, copy, reproduce, distribute, or otherwise make any use of any software program or any modification to the Program ("Cheat Program") that is designed to circumvent or bypass any element of the Program to gain any advantage in multiplayer play of the Program. It is also a material breach of this Agreement for you, whether directly or indirectly, to create, develop, copy, reproduce, distribute, or otherwise make any use of any software program or any modification to the Program ("Cheat Program") that is designed to circumvent or bypass any element of the Program to gain any advantage in multiplayer play of the Program against other players or users on a local area network, any other network, or on the Internet. Hacking into the executable of the Program, modifying the Program, or any other use of the Program in connection with the creation, development, or use of any such unauthorized Cheat Program is a material breach of this Agreement. It is a material breach of this Agreement for you, whether directly or indirectly, to create, develop, copy, reproduce, distribute, or otherwise make any use of any software program or any modification to the Program ("Cheat Program") that is designed to circumvent or bypass any element of the Program to gain any advantage in multiplayer play of the Program against other players or users to change their rate of play or speed of play above the allowable limits in the Program; programs that crash other and/or other Program players; users, PC clients, or network servers; programs that automatically target other Program players or users (commonly referred to as "ambos") or other Program players or users; programs that are designed to gain an advantage over other Program players or users; or any other program or modification that functions in a similar capacity or allows any prohibited conduct.

In the event you breach this Section or otherwise breach this Agreement, your license and this Agreement shall terminate, automatically, immediately, and without notice, and you shall have no right to play the Program against other players or make any other use of the Program.

LIMITED WARRANTY. Activision warrants to the original consumer purchaser of this Program that the recording medium on which this Program is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. If the recording medium is found defective within ninety (90) days of original purchase, Activision agrees to replace, free of charge, any Program product discovered to be defective within such period upon its receipt of the defective recording medium. This warranty is limited to the recording medium and does not extend to the software program stored thereon. If the recording medium is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall void if the defect has arisen from abuse, misapplication, or neglect. Any implied warranties prescribed by statute are limited expressly limited to the ninety (90)-day period.

EXCEPT AS SET FORTH ABOVE, THESE LIMITED WARRANTY IN THE FOREGOING SECTION IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ID SOFTWARE OR ACTIVISION.

10. SOFTWARE DISCLAIMS ALL WARRANTIES, BOTH EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, IMPLIED WARRANTIES OF MERCHANTABILITY, NON-INFRINGEMENT AND FITNESS FOR A PARTICULAR PURPOSE. THIS SECTION SHALL SURVIVE THE CANCELLATION OF TERMINATION OF THIS AGREEMENT.

When returning the Program for warranty replacement, please send the original product disks only in protective packaging and include (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering, and the system on which you are running the Program; (4) if you are returning the Program after the ninety (90)-day warranty period, but within one (1) year after the date of purchase, please include check or money order for \$20.00 U.S. currency per disk replacement. Note: Certified mail recommended. In the United States, send to: Warranty Replacements, Activision, Inc., P.O. Box 57713, Los Angeles, California 90057.

[illegible]

TERMINATION. Without prejudice to any other rights of Id Software and Activision, this Agreement will terminate automatically, immediately, and without notice if you fail to comply with or breach any provision, condition, or its term of and this Agreement conditions. In such event, you must destroy all copies of this Program and all of its component parts in your possession or control.

UNITED STATES GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication, or disclosure by the United States Government or an United States Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013, or as set forth in subparagraphs (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION. Because Id Software and Activision would be damaged irreparably if the terms of this Agreement were not specifically enforced, you agree that Id Software and Activision shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies, including an injunction, with respect to breaches or threatened breaches of this Agreement, in addition to such other remedies as Activision Id Software and Activision may otherwise may have under applicable law.

INDEMNITY. You agree to indemnify, defend and hold harmless id Software and Activision, and their respective partners, affiliates, contractors, officers, directors, employees, and agents, harmless from all damages, losses, and expenses, including, without limitation, attorneys' fees and expenses, arising, directly or indirectly, from or relating to your breach of this Agreement and/or your acts and omissions to act in using the Program product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties concerning subject matter hereof and supersedes all prior agreements and representations, if any, between them concerning the subject matter hereof. It may be amended only by a writing executed by both parties you, Kii Software, and Activision. If any provision of this Agreement is held to be unenforceable by a court of competent jurisdiction for any reason, such provision shall be reformed only to the extent necessary to make it enforceable, and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under Texas law, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Dallas County, Texas, in any lawsuit brought by either party to enforce or interpret this Agreement. You agree to release and hold Activision harmless from and as a waiver by either of such provision or of their right to enforce such provision. This Agreement shall be construed in accordance with and governed by the applicable laws of the State of Texas (but excluding conflicts of laws principles) and applicable United States federal law. Exclusive venue for all litigation regarding this Agreement shall be in Dallas County, Texas, and you agree to submit to the jurisdiction of the federal and state courts in Dallas County, Texas, in

If you have any questions concerning this license Agreement, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, USA (310) 255-2000. Attn: Business and Legal Affairs. legal@activision.com.

DOOM, DOOM II, DOOM 3, Ultimate DOOM, DOOM 3: Resurrection of Evil and id are either registered trademarks or trademarks of Id Software, Inc. in the United States and/or other countries.

Microsoft, Xbox, Xbox Live, the Live logo and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.